Conversation

The cinematic, choice-based dialogue in Mass Effect lets you fine-tune your character and story using the conversation wheel at the bottom of your screen.

Choices on the wheel's left let you explore a conversation in-depth, while choices on the right tend to move the conversation to completion.

The top of the wheel typically corresponds to the Paragon path, where your character makes selfless, cooperative decisions. The bottom of the wheel generally correspond to the Renegade path, where your character is more aggressive and hostile.

When you spend Talent points on Charm and Intimidate talents, new options appear on the wheel's left that may help conversation outcomes later. Charm options appear in blue text. Intimidate options appear in red. (Go to "Talents" on page 24 to learn more.)

Use L to point to your response, and then press A to play it in a cinematic style. As soon as the conversation wheel appears, you can select your response. Your character speaks the line at the dramatically appropriate time. Press X to interrupt or skip a line of dialogue.

Non-combat HUD

As you progress through the game, you gain XP (experience points) by exploring new areas and engaging other characters in conversation.

When you can interact with something or someone in the world, the blue focus symbol forms a circle inside it. Press A to interact.

1. Selection Bar
2. Focus Symbol

The screen briefly displays your XP. The Squad screen of the Mission Computer also shows the XP gained. (Go to "Squad Data" on page 19 to learn more.)